

THE · CITY · OF
'EHDOLLAH

· A LUST FOR TREASURE ·
BROUGHT YOU HERE · BUT
WILL YOU EVER RETURN?

DON THOMASSON

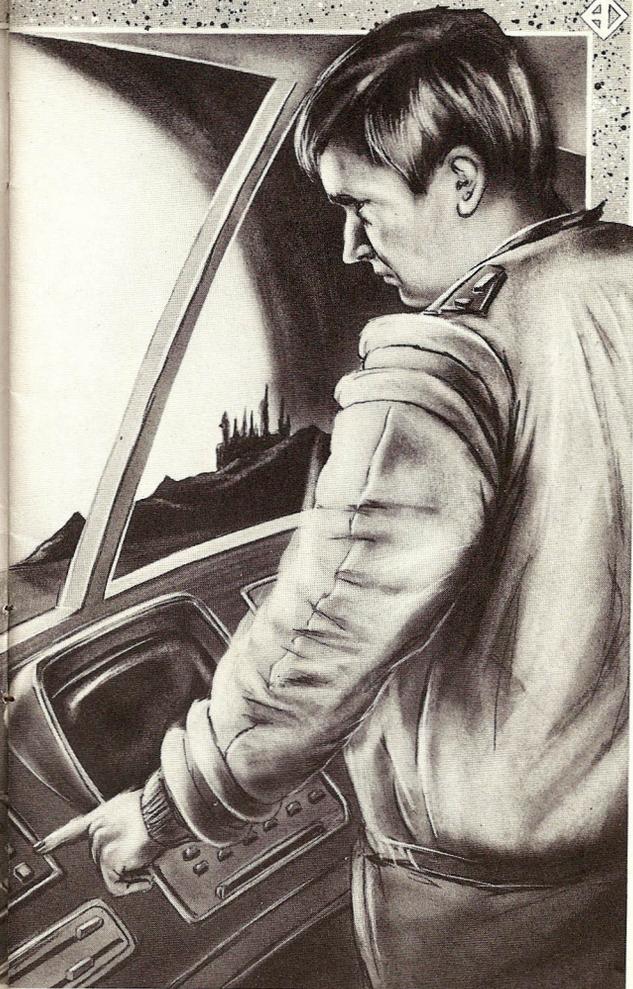


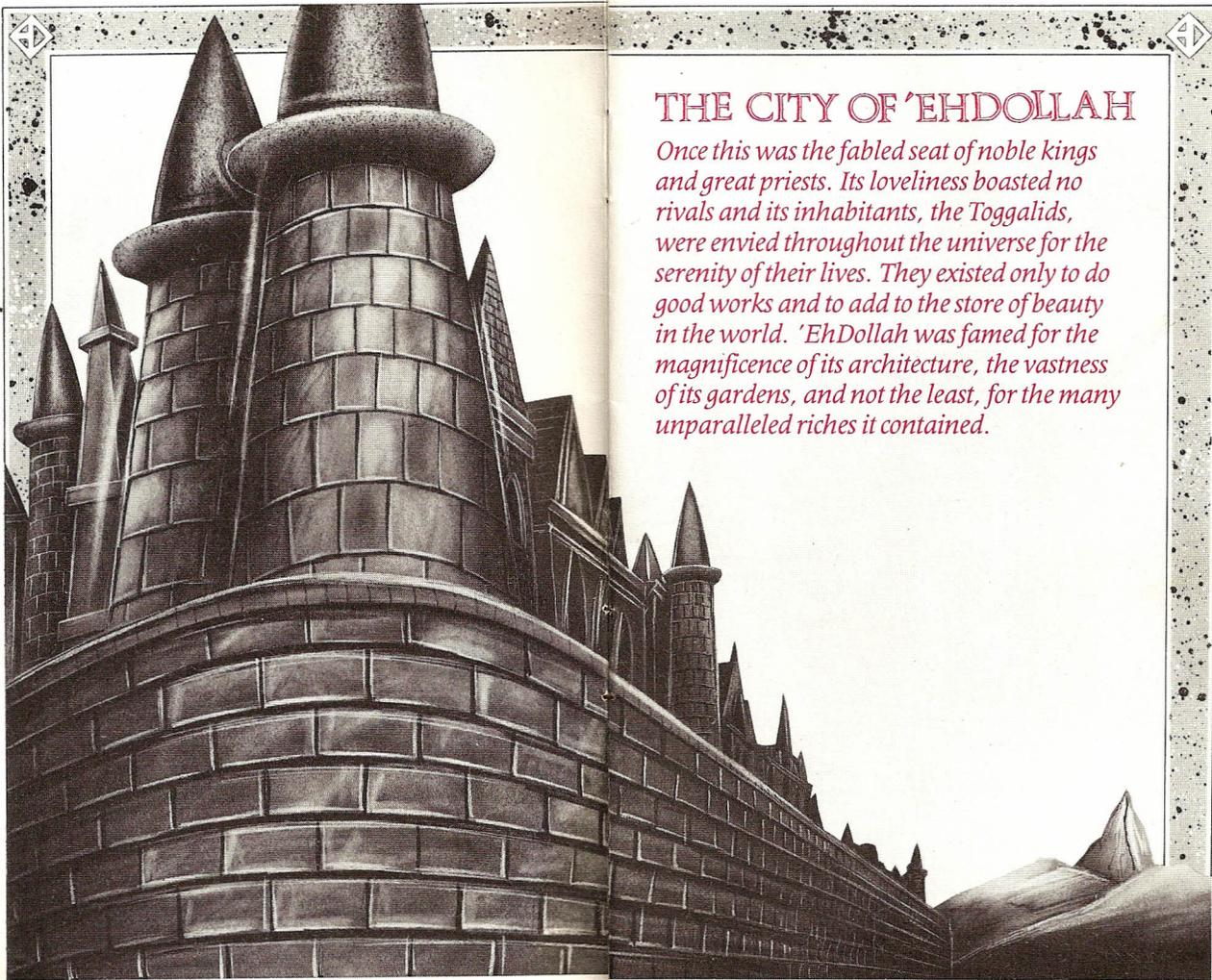
GOLDST★R

“ WE ARE ON OUR WAY TO EXPLORE THE RUINED CITY OF 'EHDOLLAH. LIKE MANY BEFORE US, WE SEEK THE SACRED RUBY OF THE TOGGALIDS. UNLIKE OUR PREDECESSORS, WE HOPE TO RETURN ALIVE. WE HAVE FOOD FOR NO MORE THAN SIX MEALS, SO WE HAVE LITTLE TIME. ”

Though others have tried and failed, you know you'll succeed. Didn't that crazy old Morcran you met in mysterious circumstances on the Sendal Plain fill your head with visions of the death of the malevolent wizard, and you as conqueror of the last of the Toggalids holding the Sacred Ruby in your hand? Didn't he whisper of how the wizard could be defeated, and the spells and items needed to achieve it? Haven't you known from birth that you were born for a great destiny?

Here then is where your duty lies – to fulfil that destiny by vanquishing Meglin the Wizard and capturing the Sacred Ruby. Then will you be acclaimed throughout the known universe as Supreme Galactic Adventurer!





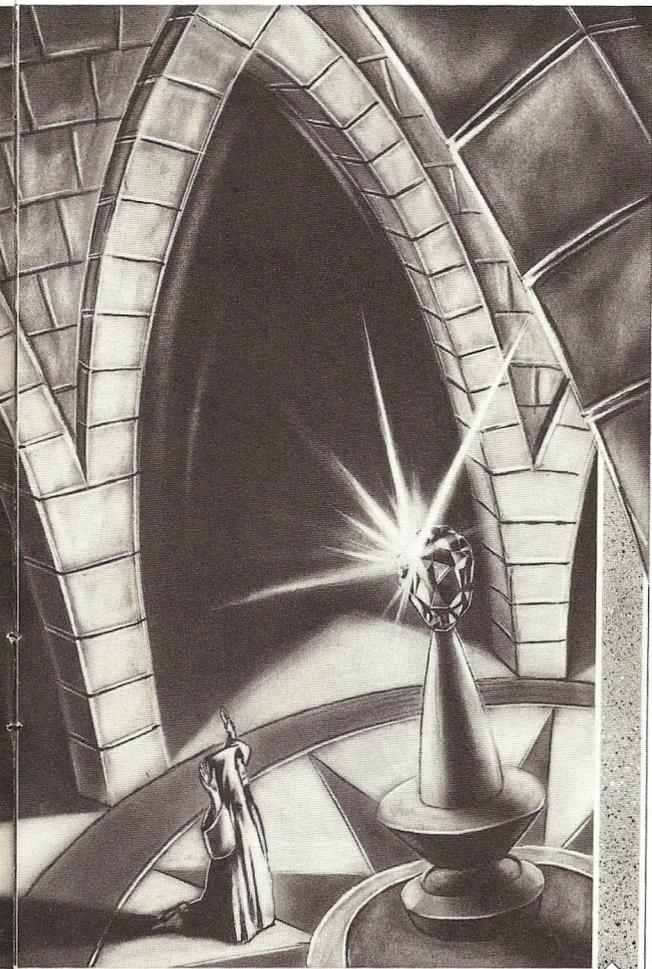
THE CITY OF 'EHDOLLAH

Once this was the fabled seat of noble kings and great priests. Its loveliness boasted no rivals and its inhabitants, the Toggalids, were envied throughout the universe for the serenity of their lives. They existed only to do good works and to add to the store of beauty in the world. 'EhDollah was famed for the magnificence of its architecture, the vastness of its gardens, and not the least, for the many unparalleled riches it contained.

THE SACRED RUBY

Among the many extraordinary treasures the city contained, none was greater than the Sacred Ruby. Brought to 'EhDollah countless ages ago by its founder, Cellini the First, the ruby was the embodiment of the ancient alchemists' eternal yearning – it could turn any base metal into gold!

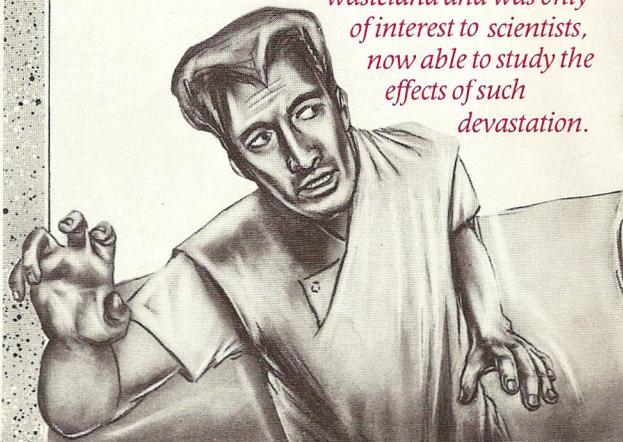
Entrusted to the care of priests and priestesses dedicated to its safety, it supplied the currency on which the city depended. The doing of good works did not otherwise bring in much money.

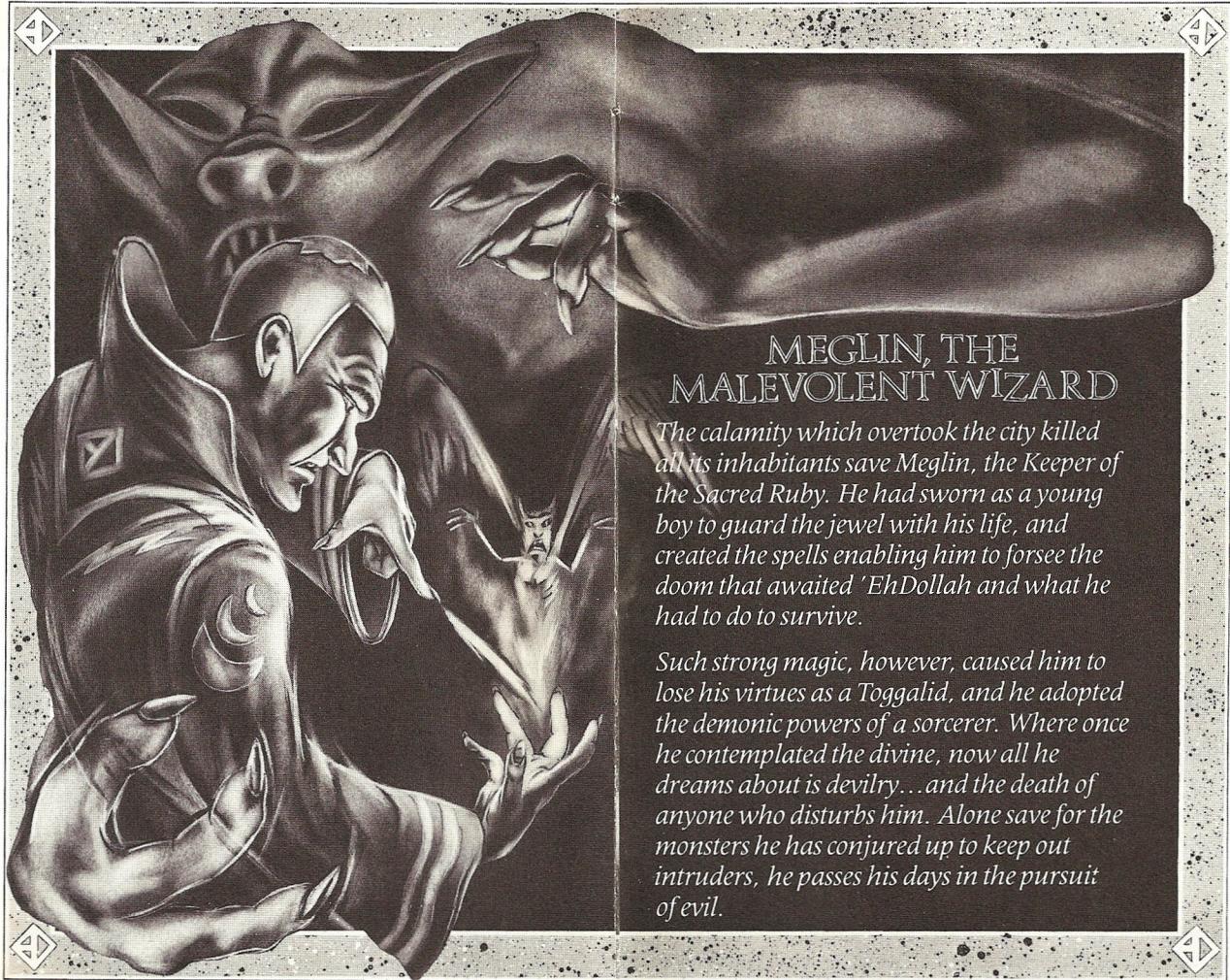


THE CITY'S DESTRUCTION

Such goodness in the world does not go unenvied, and the Federation of Sur, a loose arrangement of totalitarian states dedicated to mayhem, misery and madness to achieve its ends, launched a deadly attack against the city. Poisonous gases and atomic wastes penetrated the city's protection and left in their wake death and debilitation. The Toggalids died out and their great city lay neglected for hundreds of years – overgrown and taken over by the unrestrained forces of nature. Its planet, Chiron, became a

wasteland and was only of interest to scientists, now able to study the effects of such devastation.





MEGLIN, THE MALEVOLENT WIZARD

The calamity which overtook the city killed all its inhabitants save Meglin, the Keeper of the Sacred Ruby. He had sworn as a young boy to guard the jewel with his life, and created the spells enabling him to foresee the doom that awaited 'EhDollah and what he had to do to survive.

Such strong magic, however, caused him to lose his virtues as a Toggalid, and he adopted the demonic powers of a sorcerer. Where once he contemplated the divine, now all he dreams about is devilry...and the death of anyone who disturbs him. Alone save for the monsters he has conjured up to keep out intruders, he passes his days in the pursuit of evil.

MANAGING THE QUEST

THE ADVENTURER'S VOCABULARY

The game possesses a large vocabulary, over 100 words in all. Much of the fun of an adventure is discovering those words which mean something and those that don't. If the command system cannot understand your instruction it will tell you; just try phrasing the command in another way or use an alternative wording. Many words are included as synonyms; TAKE and GET, for example, have the same meaning as far as the game is concerned. Several examples from the vocabulary have been given below, whether they work or not is for you to discover!

The command language is structured in the usual way. That is, it understands verbs and nouns. To issue a command you need to phrase it in these terms: GET SWORD, DROP LAMP, GO DOOR. While this may seem restricting, it is surprising just how complex your

commands can be. The single most powerful command is PUT which requires that both the object and the location be specified; this is not the same as DROP which simply means discard. The exception to this structure are the system commands. All the directions may be given as their initial letters; N, S, E, W, etc. Major commands such as SAVE, LOAD, QUIT, LOOK and INVENTORY can be entered on their own.

COMBAT

One of the major innovations of *EhDollah* is that it contains a combat system. Your strength and stamina are based on the amount of fighting that you have done. Injuries reduce both amounts, eating boosts both amounts. Keeping your strength up is essential and choosing where and when to EAT is a crucial matter. If you meet a monster you can retreat, if you want. However, you will need to remember the way out! Combat cannot be avoided on all occasions because many of the monsters guard vital objects which will appear only when they have been vanquished.

PRESERVING YOUR CHARACTER

As the game is both very long and very complex it is quite unlikely that you will solve it in a single attempt, or even several dozen, come to that! To prevent frustration at having to replay sections again and again there is a facility to store and recall your character's current position and status from tape.

To save the character type **SAVE** as a command. If you are using a cassette system make sure you have a fresh tape in the cassette recorder, **DO NOT USE THE PROGRAM TAPE!!!** Instructions will be displayed on the screen just as for any normal **SAVE** or **LOAD** operation.

To load a saved character back into the memory simply enter **LOAD** as a command. The character will now be loaded back into the game and all the necessary location and object information will be updated.

If you are new to Adventuring it is worth saving your character at regular intervals. Although it uses a lot of tape it does help in solving the harder problems.

HINTS FOR BEGINNERS

Plenty of paper is necessary, or a supply of Goldstar Maze Masters, as building an accurate and comprehensive map is essential.

Dying is educational! Unlike many adventure games *'EhDollah* is often informative about how you died. Solving the riddles is just part of the game.

Use logic. *'EhDollah* is always logical, except when you're stuck in a maze, so a clear head for direction is an absolute must.

Try it! If you can think of a command that sounds sensible, *'EhDollah* will always try to give you a sensible answer.

AIDS FOR ADVENTURERS

Goldstar offers a comprehensive range of material to help you in your quest. Maps, Maze Masters and Hint Sheets are all available for a small fee upon request to Dorling Kindersley Software, 1-2 Henrietta Street, London WC2E 8PS.

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